



INNOVATION™

PG 1-12
AKSPEAR
2

\$2⁵⁰ U.S./\$2⁷⁵ Can.
Part Two Of Three

CHILD'S PLAY

2

YOU'VE BEEN
VEEERY NAUGHTY, MISS
KETTLEWELL!

CONTINUING THE OFFICIAL
ADAPTATION OF THE MAJOR
MOTION PICTURE FROM
UNIVERSAL STUDIOS!

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INNOVATION™

Adaptation Of The Fittest

Adapting a hit movie or novel seems an easy job from the outset, or so people assume. After all, you're "just copying someone else's work." Of course, some people assume that writing comic books in and of itself is a simple job, as they also assume that most comic books are written for children. *Sigh.*

CHILD'S PLAY 2 is the fourth adaptation I've scripted for comics, and the first actually to appear. Upon negotiating the rights to the film, I was sent the script, storyboards, and production notes. **Darick Robertson** -- the wonderful artist I was blessed with on this project (and I don't say that lightly) -- and I then joined in on a six-way conversation with **David Kirschner** (the producer), **John Lafia** (the director), **Don Mancini** (the screenwriter), and **Michael Malone** (the executive in charge of licensing). We discussed the film and the comic book series for the better part of an hour, and Darick made arrangements to see the film at a special preview.

The script for **CHILD'S PLAY 2** is 117 pages long, with 207 scenes. My first task was figuring out how to fit this into 72 pages. I broke down all the scenes into approximate page lengths, ending up with...well, about 117 pages of comics story, as well (allowing for a few spectacular pages). Then I began to whittle away scenes which weren't dramatically intense, changing some elements in others to include dialogue or reference for the missing scenes.

Compounded on this was a desire to keep in some scenes cut from the film, such as the scene in issue #1 with Kyle in the living room. Eventually I had broken down the scenes to approximate a 72-page story. Then layouts on the first issue began, listing exactly which scenes were to be on which pages. This finished, I began to work on the script.

I write "Full Script," rather than "Plot Style." This means I describe each panel at length, including facial expressions, backgrounds, "camera" angles, and sometimes even lighting. The artist doesn't have to follow this

religiously, but Darick did, calling me up when he wanted to change anything major. I also include all dialogue in the initial script, whereas "Plot Style" writes the dialogue after the scene is drawn.

I was nervous about changing Don Mancini's dialogue too much, but he seemed happy with my changes. Within editorial guidelines, I "punched up" Chucky's dialogue, making him perhaps a nastier little bastard than he appears even in the film. Much of the dialogue is Don's, much of it is mine, and the rest of it is a combination of the two.

The first issue's script finished, it was off to Universal, for their approval...or disapproval. They approved the script, and Darick was off and pencilling. Then it was hard to work on issue #2, due two weeks later. That finished, I had to begin scripting issue #1 of the all-new regular **CHILD'S PLAY: THE SERIES**, and issue #3 of the mini-series concurrently, so that the new artist on #1 could get a head-start.

Somewhere along the line, Michael Malone and company sent me a real Good Guy box with a simulated Chucky inside, as thanks for doing such a good job. He now watches me at the computer, behind my back at the other end of the dining room table. Having the little bugger here really helps the mood, sometimes.

With only a few pages left to script of issue #3, it's been a difficult adaptation in some ways. I couldn't mess up at all -- not with such close contact to those responsible for the film, and not with the comic coming out roughly the same time as the film's premiere!

So, if you think it's easy doing a good film adaptation, think again. Especially with Chucky right behind you at the keyboard.

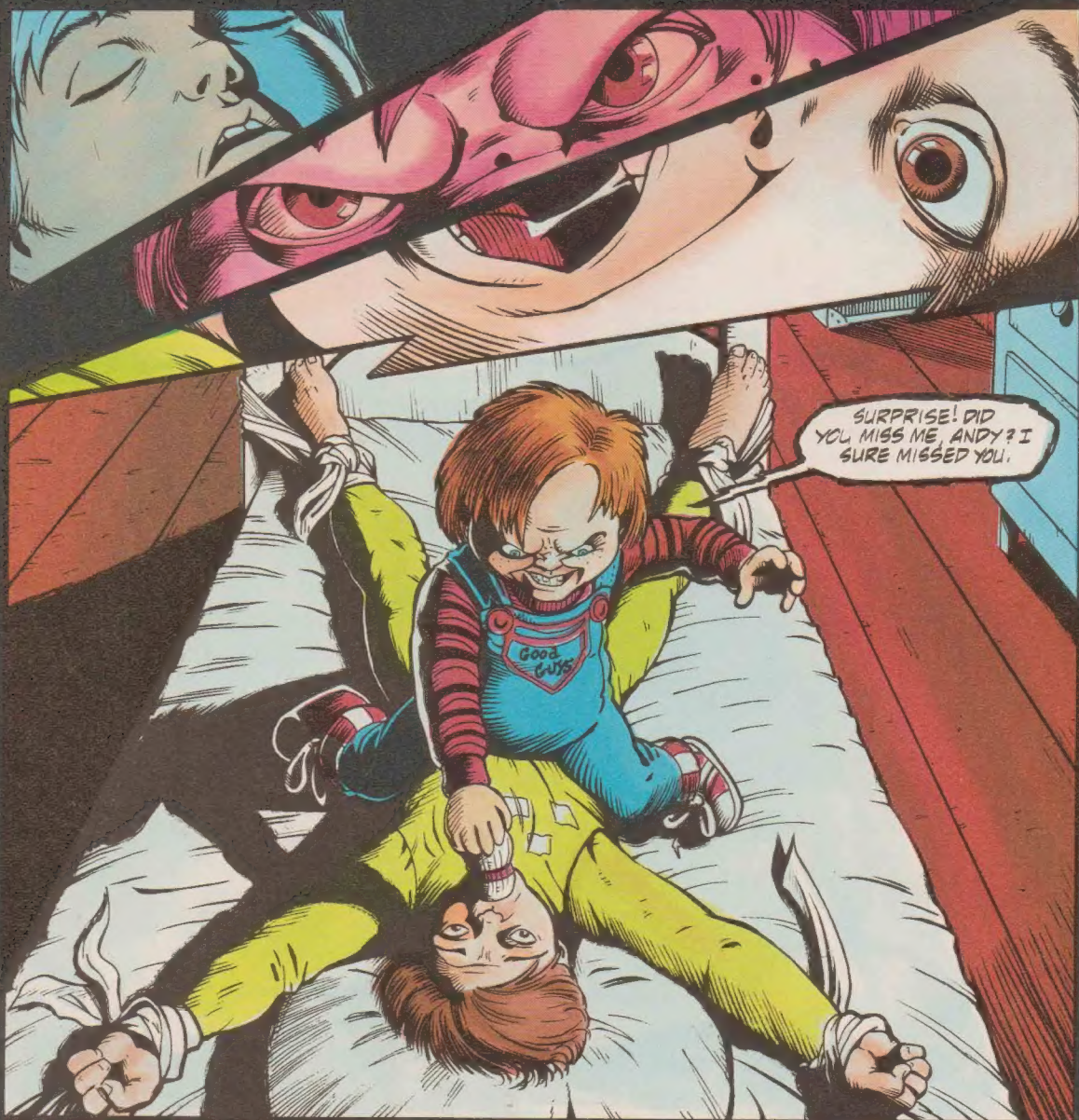
-- Andy Mangels
Hey, What's That Sound?

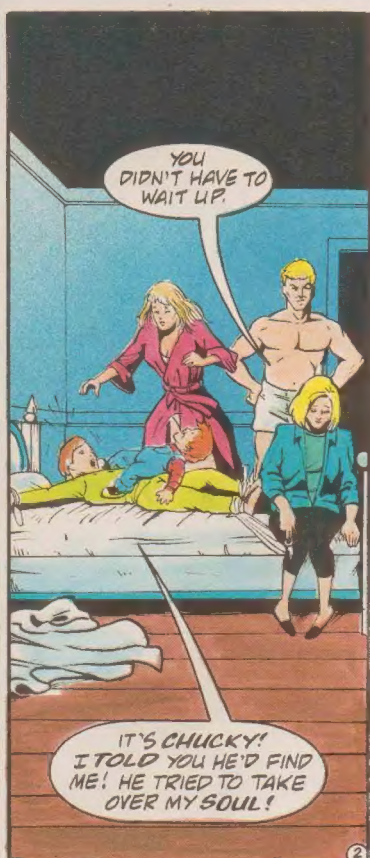
CHILD'S PLAY 2™

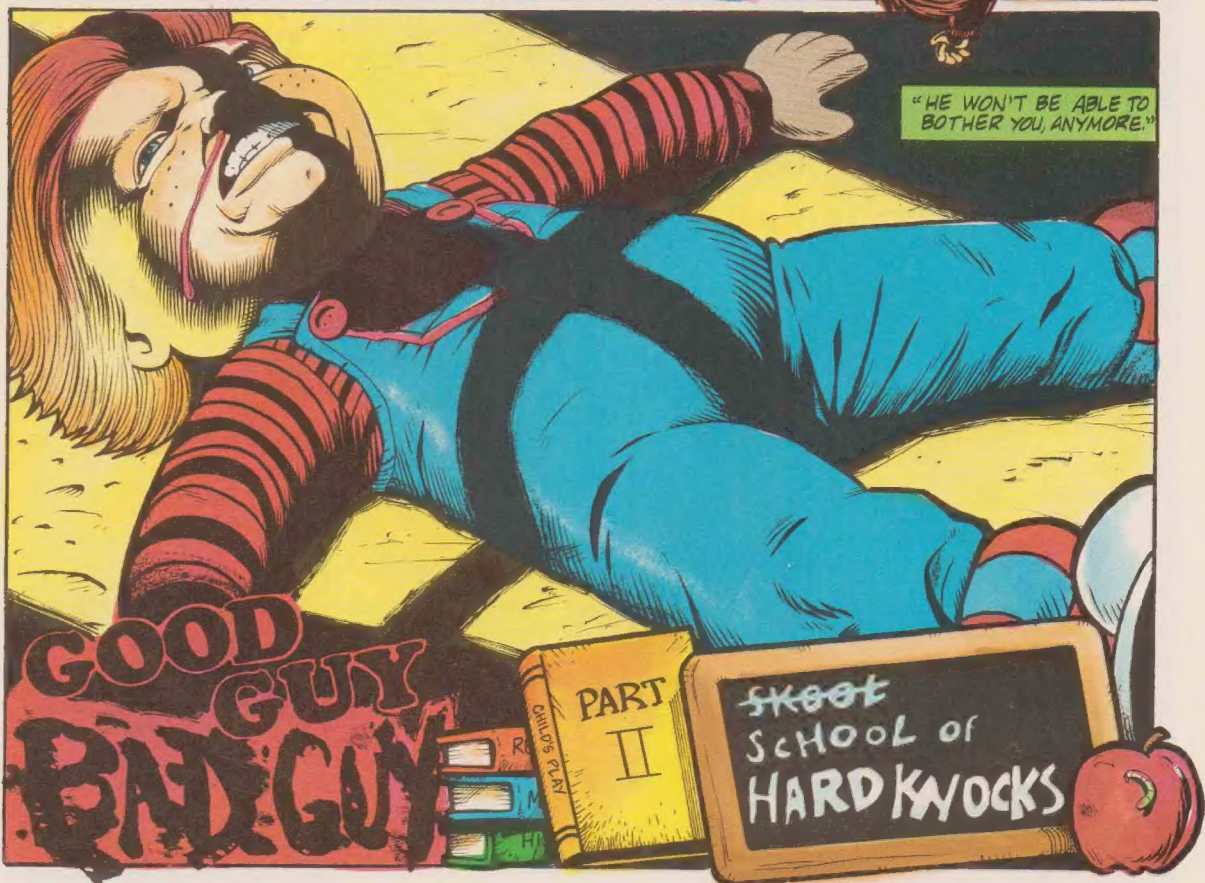
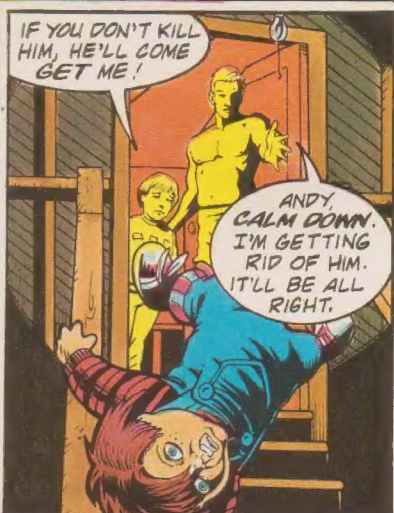
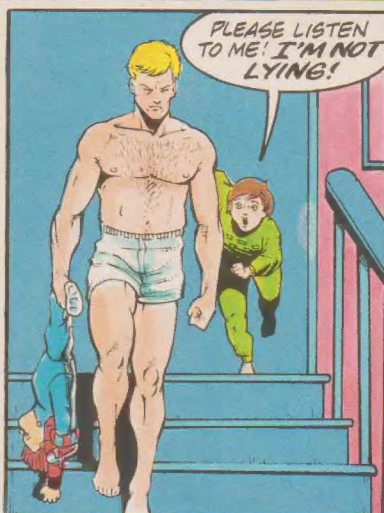
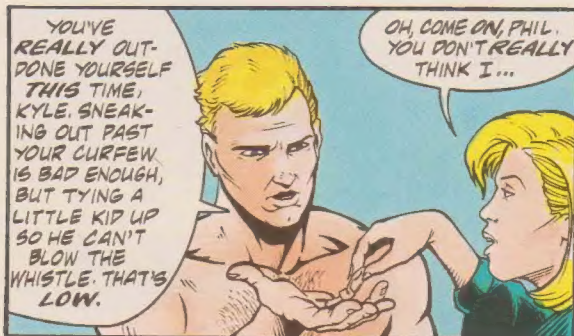
THE OFFICIAL MOVIE ADAPTATION

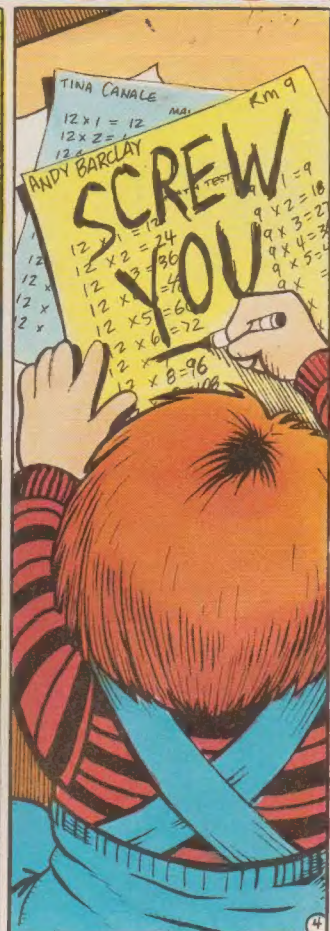
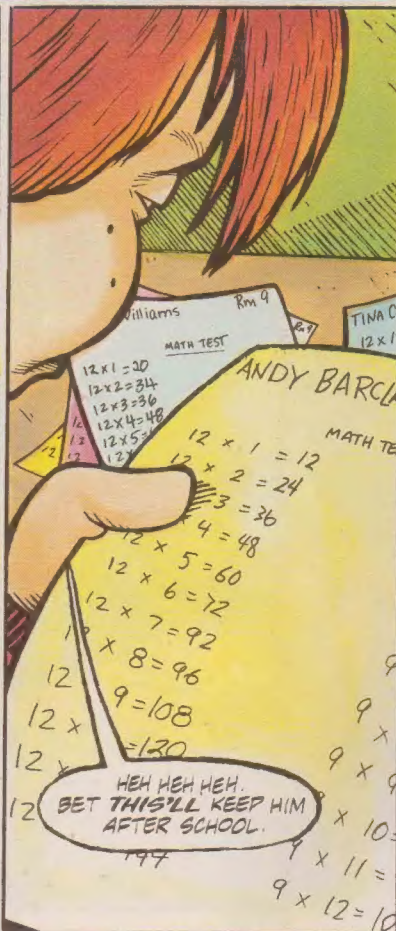
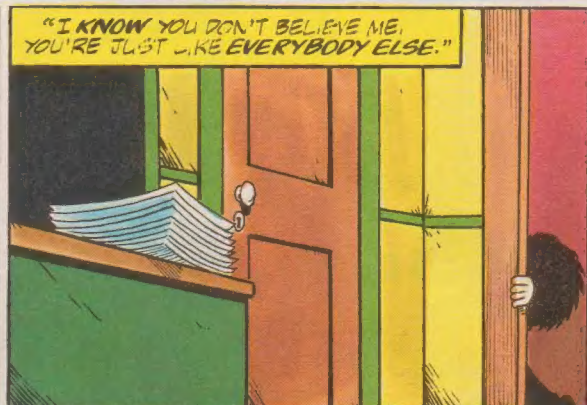
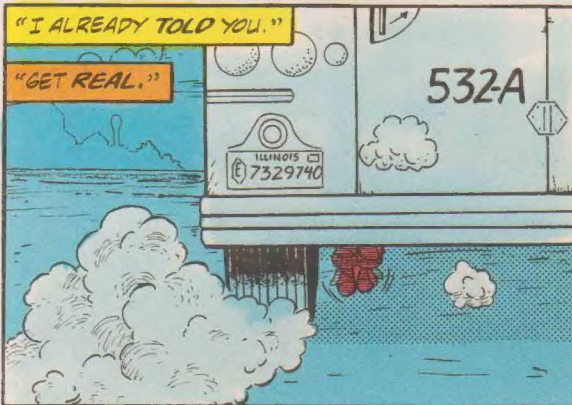
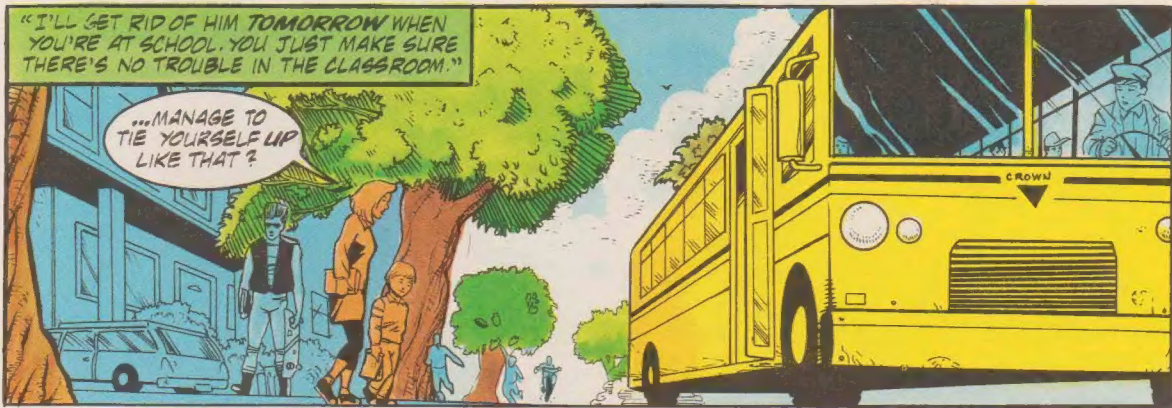
Vol. 1, No. 2, 1991 issue. Part two of a three-issue mini-series. Published by the INNOVATIVE CORPORATION. Office of Publication: 3622 Jacob Street, Wheeling, WV 26003, (304) 232-7701. Fax #304-232-4010. David Campiti, President & Publisher. Diana Light, Operations Manager. George Broderick, Art Director. Jim Elliott, Marketing & Licensing Director. **CHILD'S PLAY 2™** © 1990 Universal City Studios, Inc. All rights reserved. Innovation logo TM Innovative Corp. Editorial TM & © 1990 Innovative Corp. This publication is purely a work of fiction. For advertising rates within any of our publications, call (304) 232-7703. *It's an Innovation Publication!*



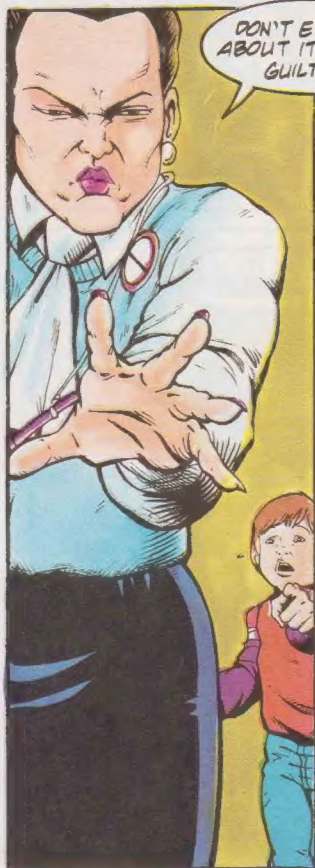
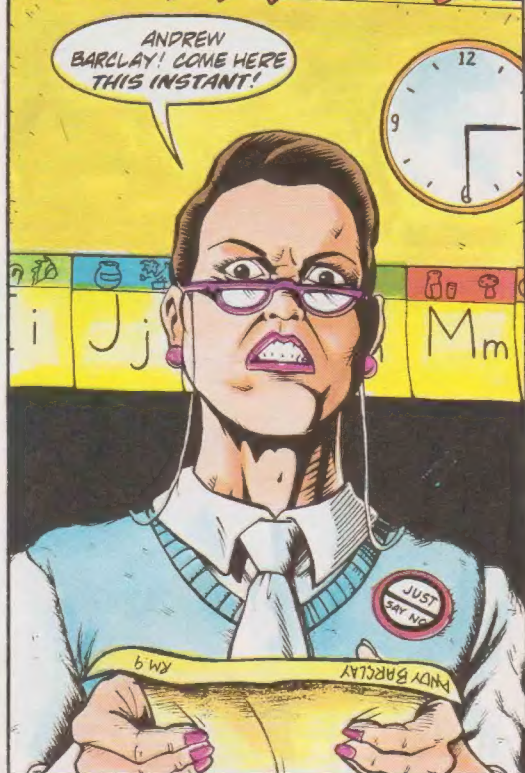


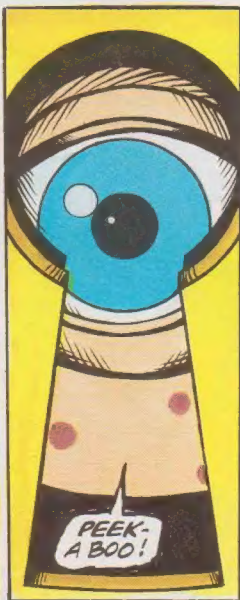
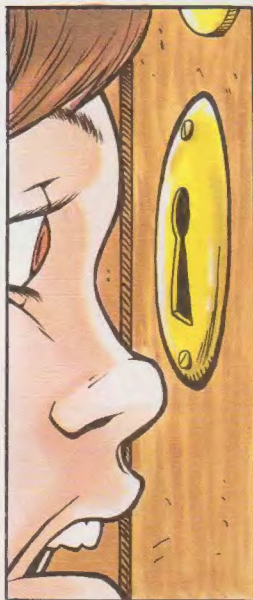
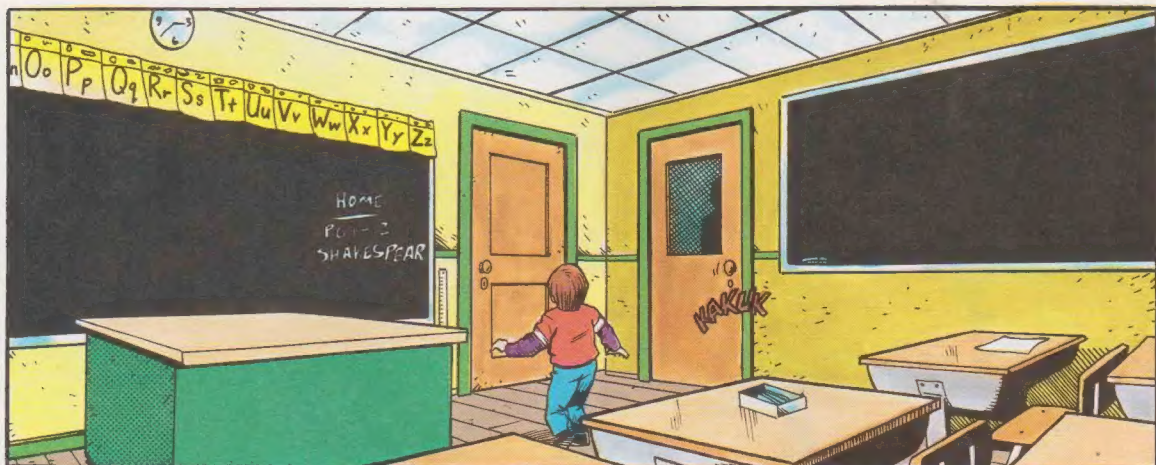


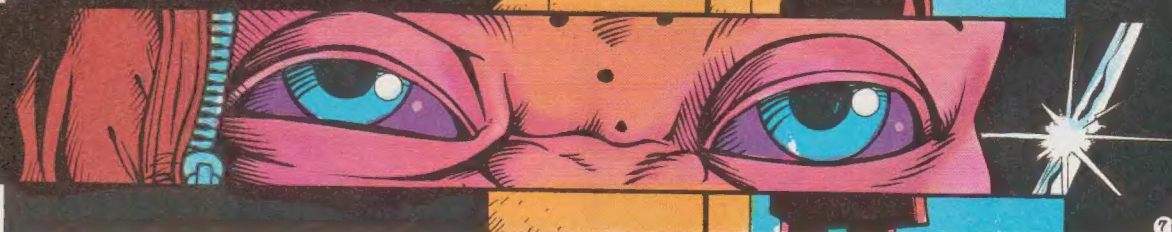




BRRRRRIIIING

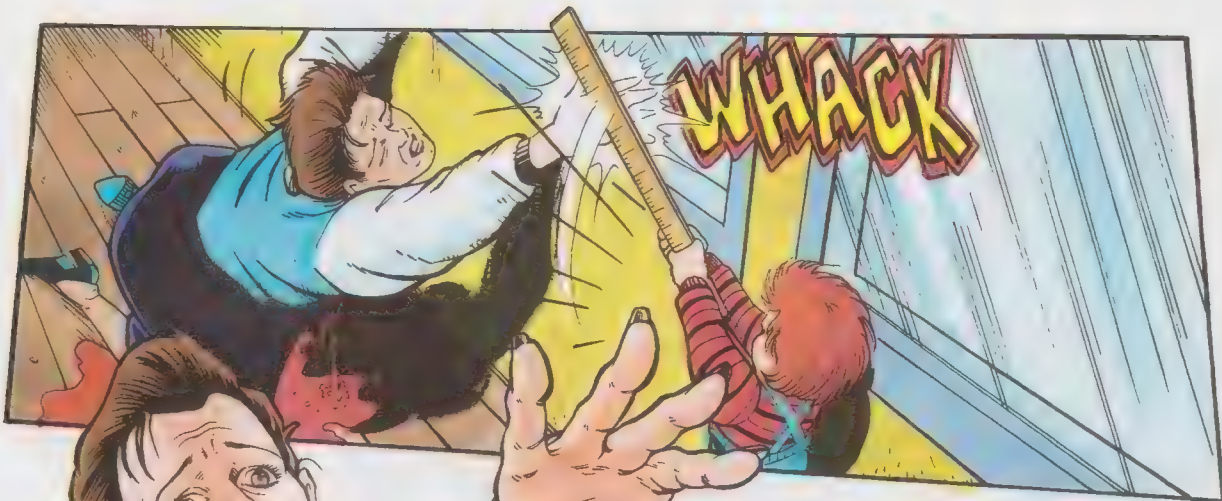












NO,
PLEASE.

YOU'VE
BEEN VERY NAUGHTY,
AND YOU HAVE TO
BE TAUGHT A
LESSON.

NOOOOOO

BOUMP

SKRUSH

"WHAT'S WRONG?"



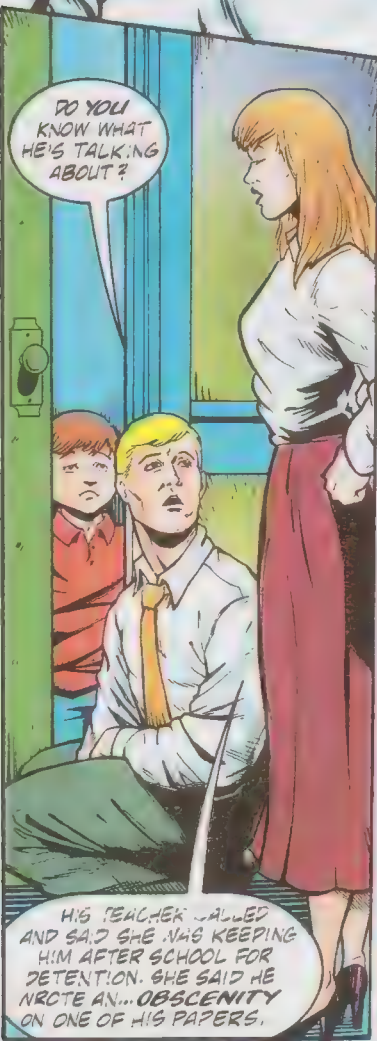
IT'S ANDY.
HE'S LOCKED
HIMSELF IN THE
BATHROOM.



ANDY, REMEMBER WHAT I TOLD YOU
ABOUT LOCKING DOORS? GET
OUT HERE RIGHT NOW!

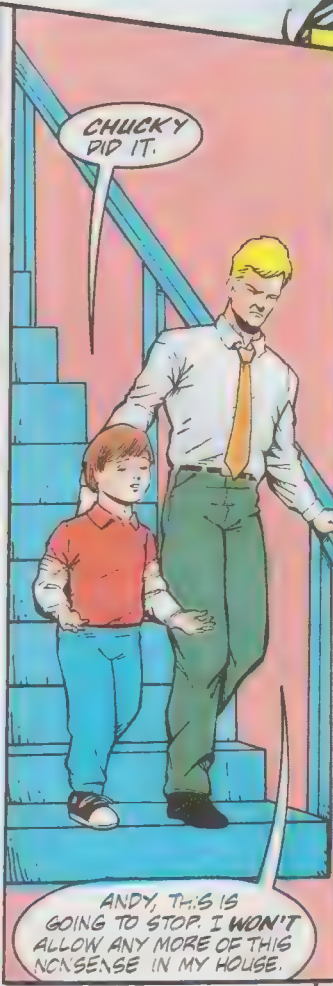
WHAT'S
THIS ALL
ABOUT?

CHUCKY
FOLLOWED ME TO
SCHOOL. HE TRIED TO
GET ME AGAIN, SO
I RAN HOME.



DO YOU
KNOW WHAT
HE'S TALKING
ABOUT?

HIS TEACHER CALLED
AND SAID SHE WAS KEEPING
HIM AFTER SCHOOL FOR
DETENTION. SHE SAID HE
WROTE AN... OBSCENITY
ON ONE OF HIS PAPERS.



CHUCKY
DID IT.

ANDY, THIS IS
GOING TO STOP. I WON'T
ALLOW ANY MORE OF THIS
NONSENSE IN MY HOUSE.



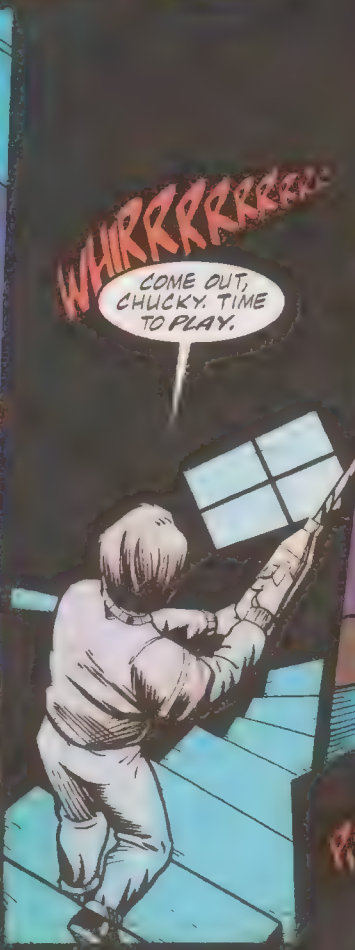
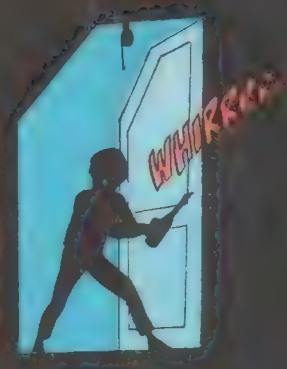
LOOK DOWN
THERE. TELL ME WHAT
YOU SEE.

IT'S CHUCKY.
BUT...

HIS NAME IS
TOMMY, AND HE'S BEEN
DOWN THERE SINCE LAST
NIGHT. HASN'T HE?



"HASN'T HE?"





BANZAI!

AAAGH!

SO
THAT'S HOW
YOU GOT
OUT!

CHULLLUUCKY?



WHAT'S THAT DOWNSTAIRS?

BANG

AAAAGH

IT'S JUST ONE OF THE KIDS

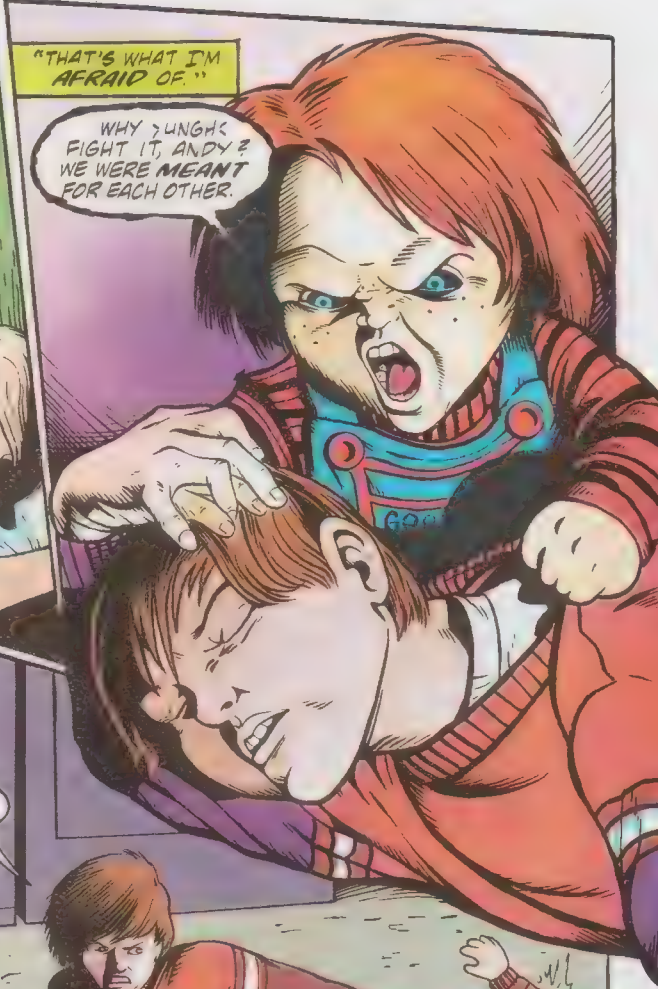


WE'RE GOING TO BE VERY CLOSE, YOU LITTLE PRICK.

IN FACT, WE'RE GOING TO BE INSEPARABLE.

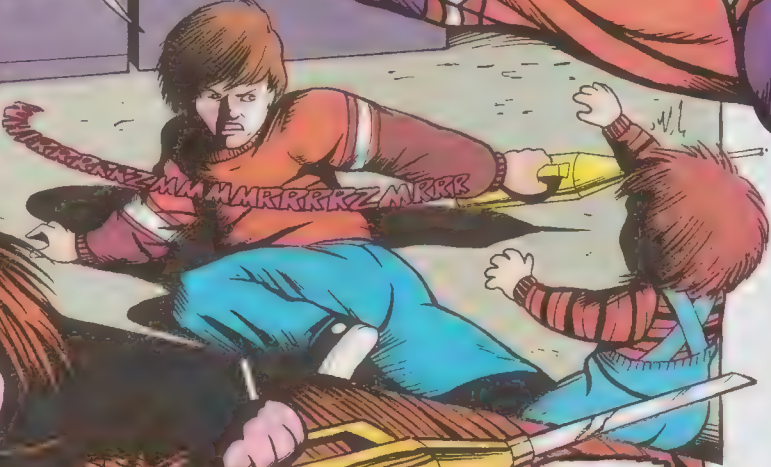
WHIRRRRR

NO WAY, JOSE.



"THAT'S WHAT I'M AFRAID OF."

WHY DUNGS FIGHT IT, ANDY? WE WERE MEANT FOR EACH OTHER.

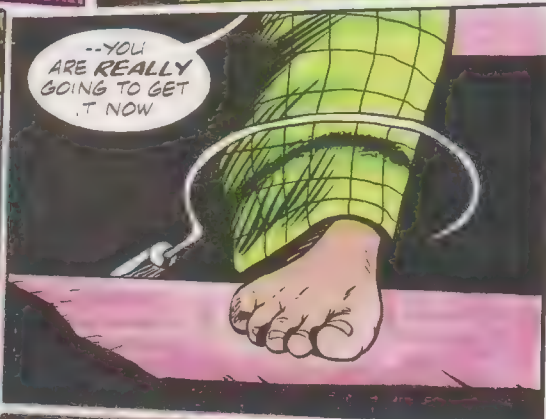
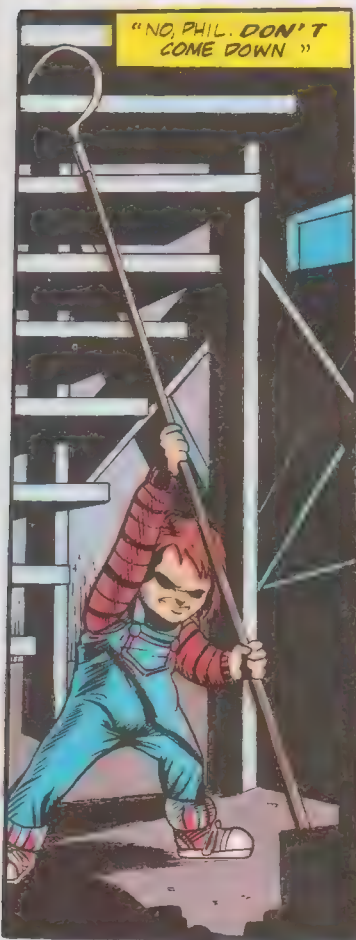


CRASH!

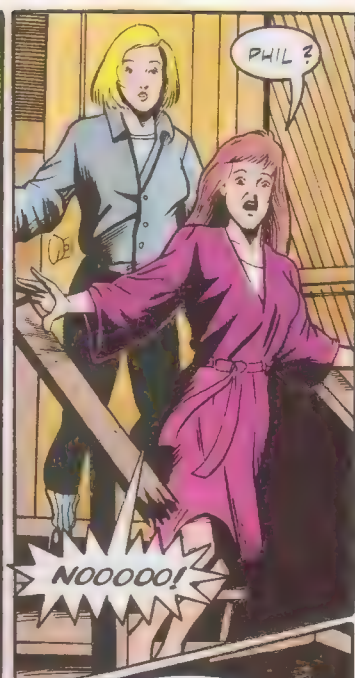
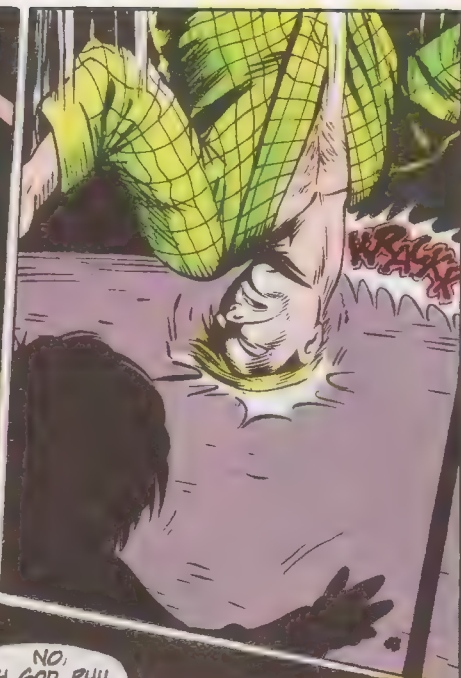
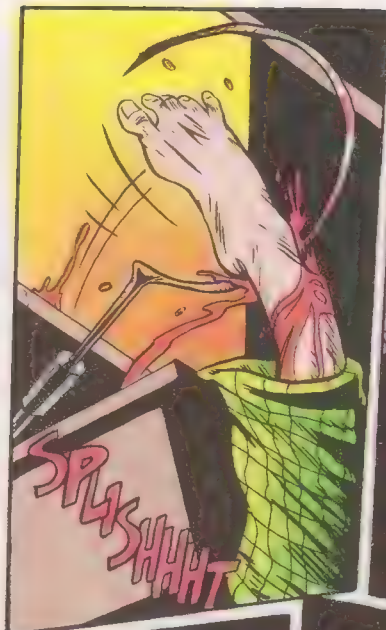


MISSED ME, MISSED ME, NOW YOU GOT IT...

WHIRRRRR

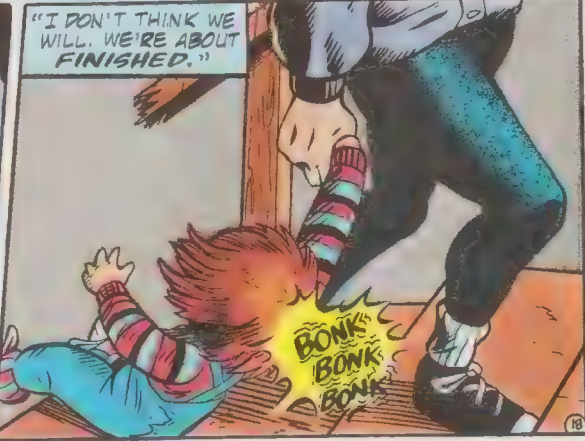
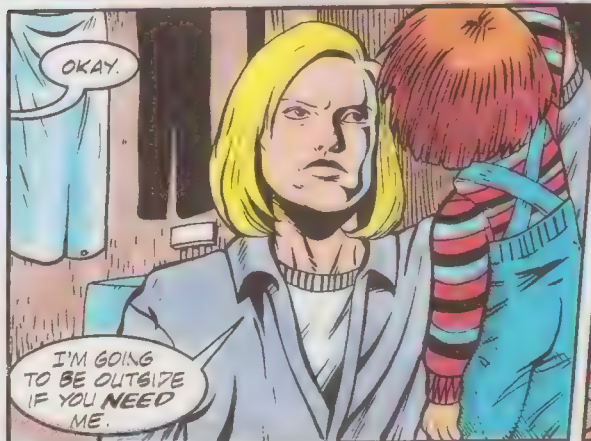
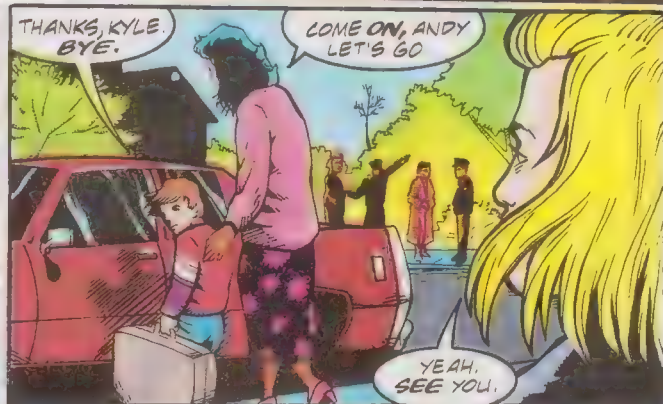
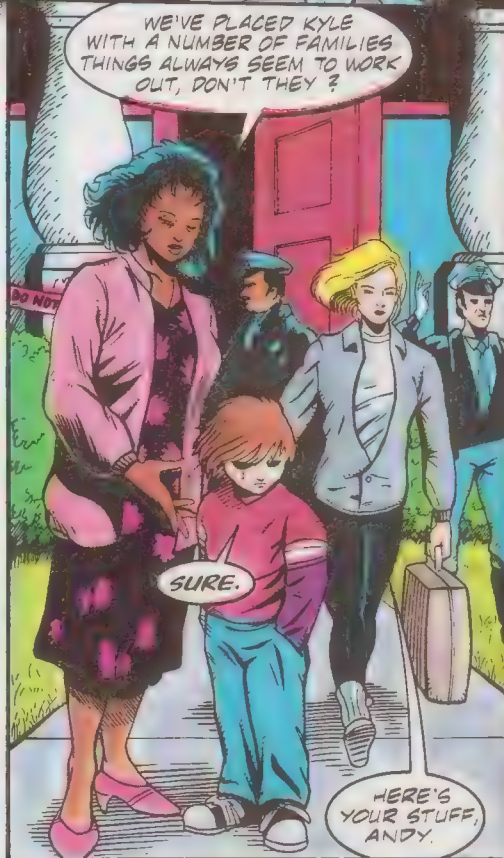
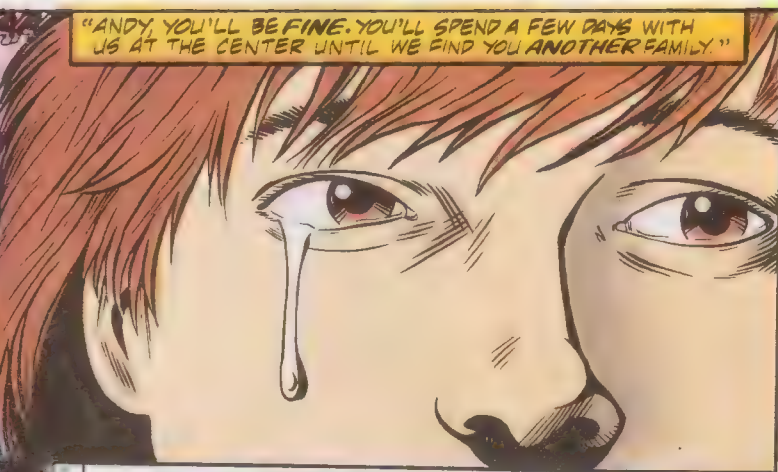


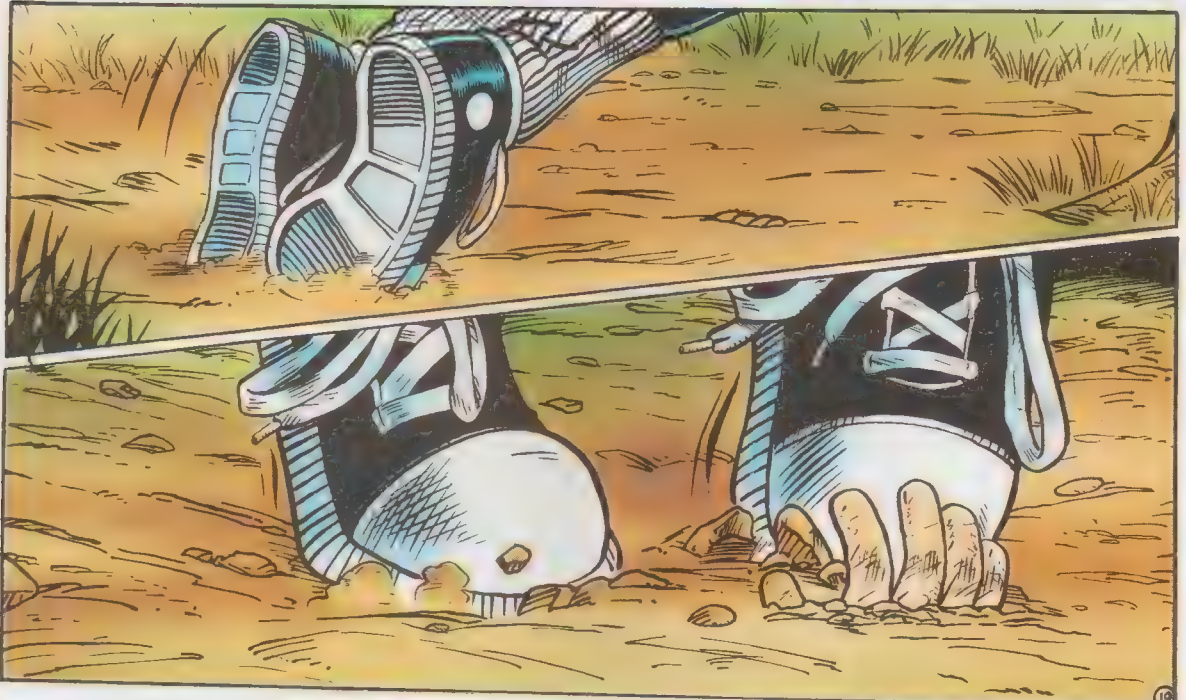
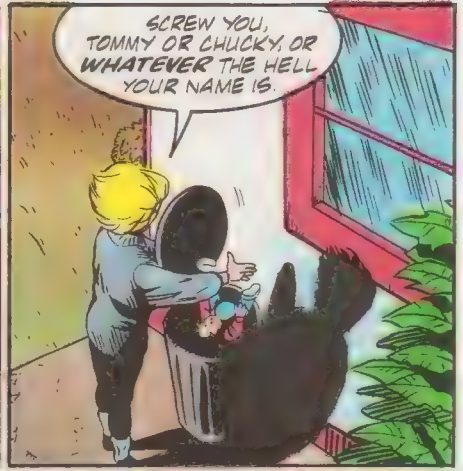
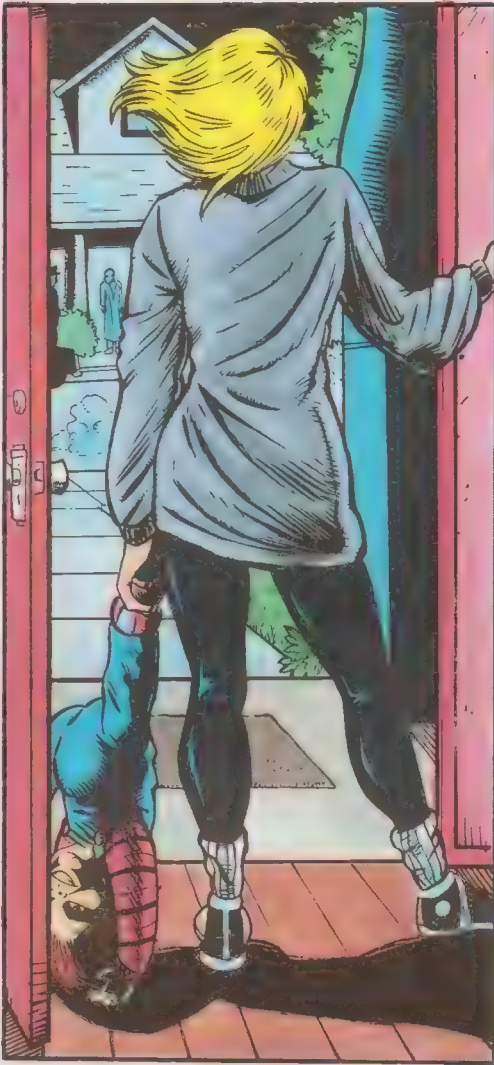


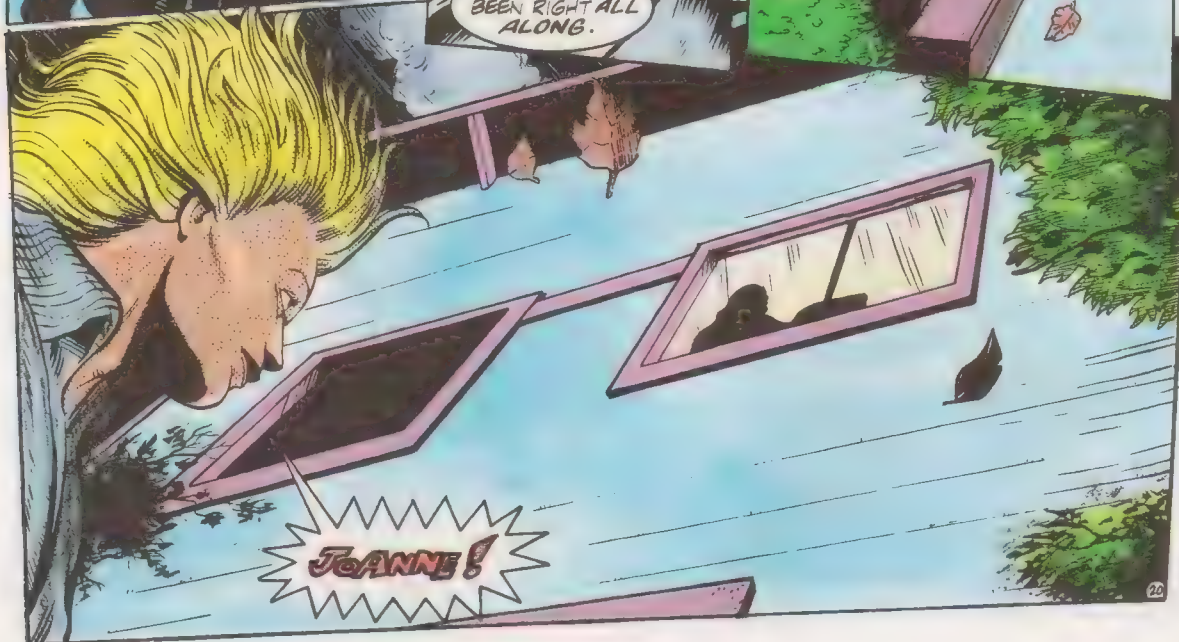
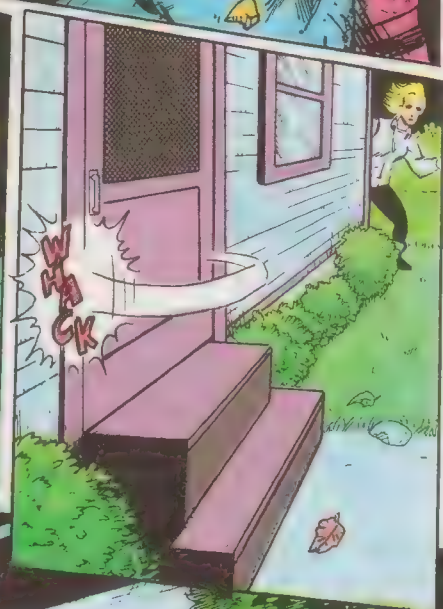
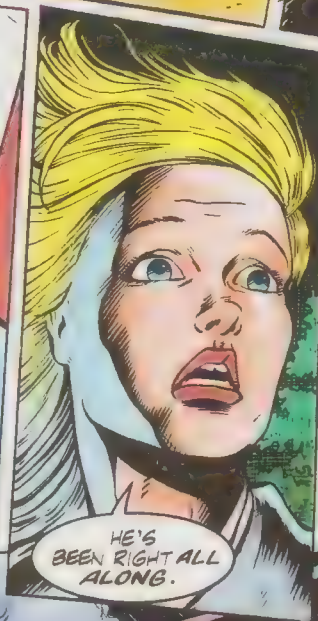
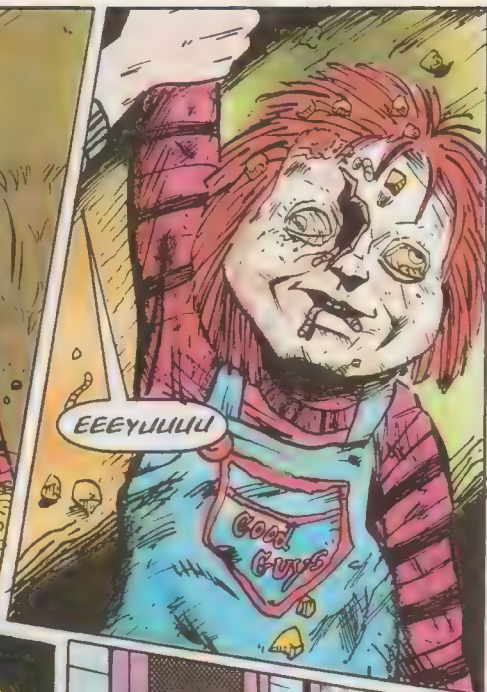
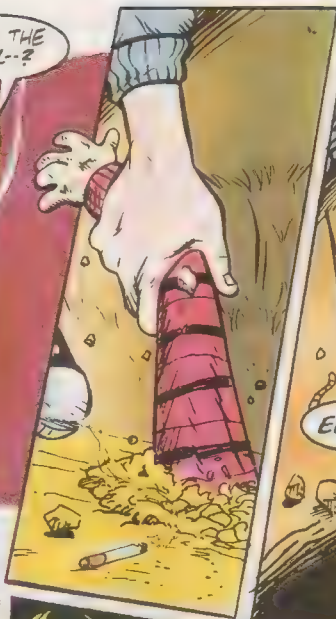
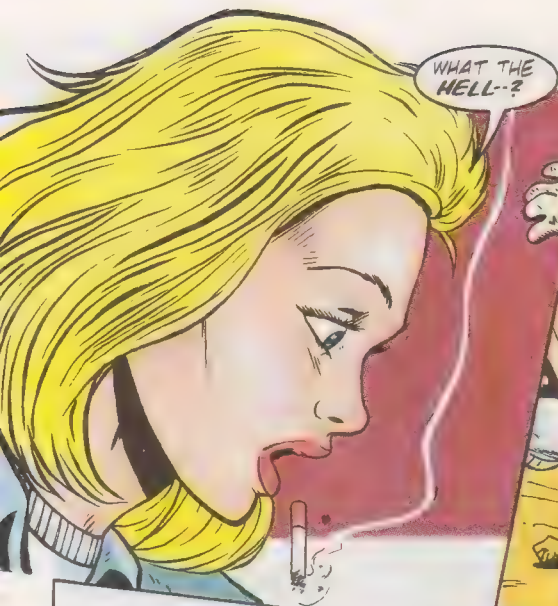


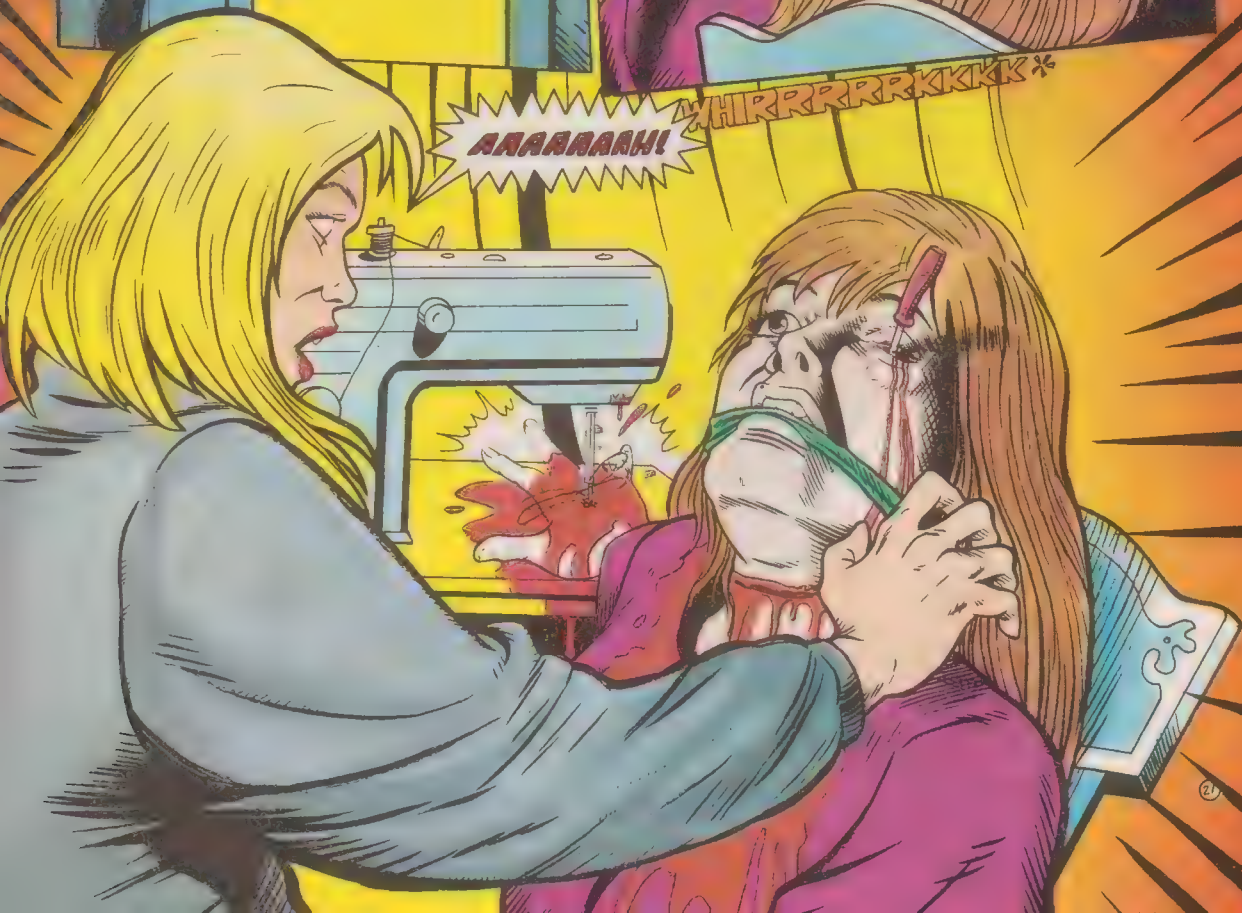
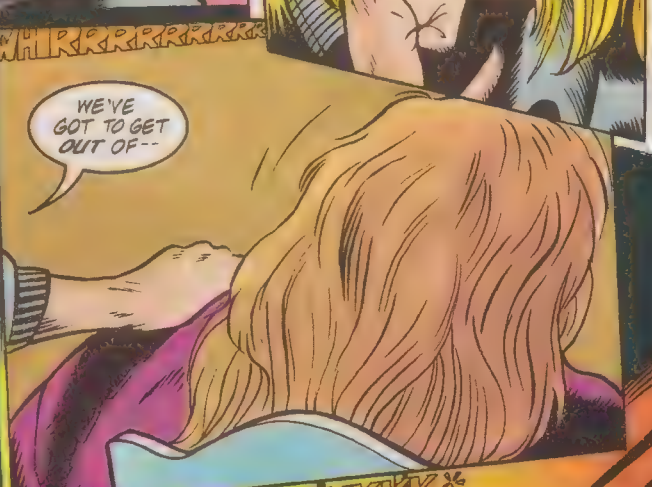
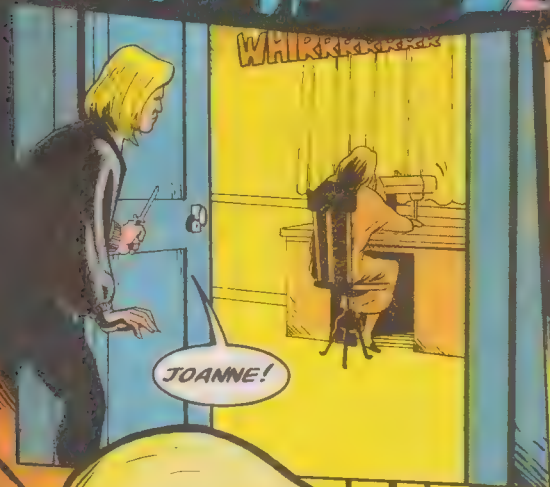
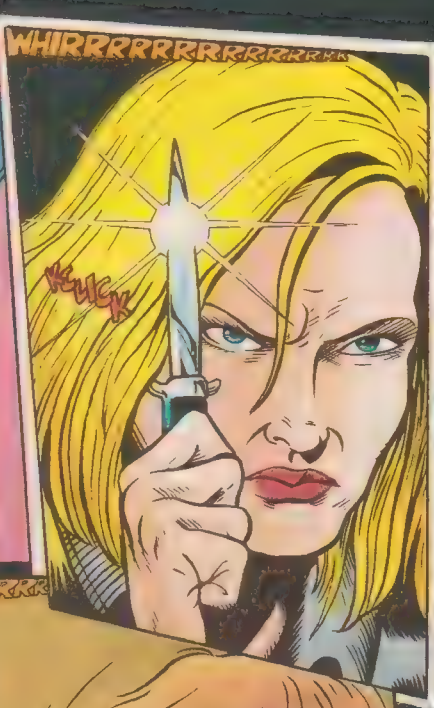
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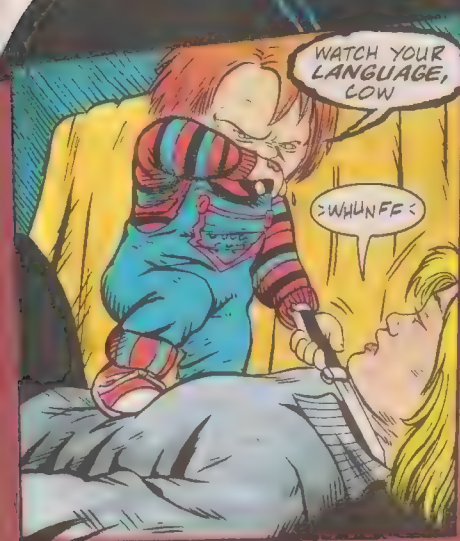
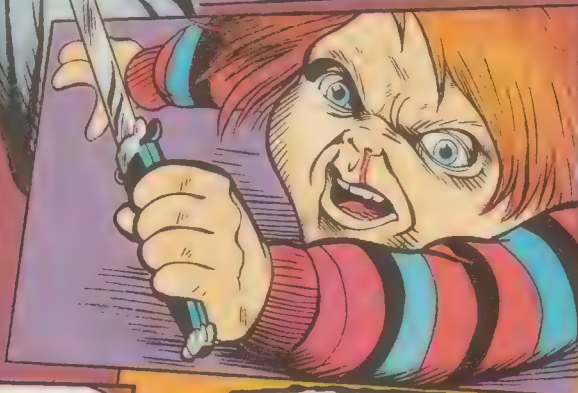
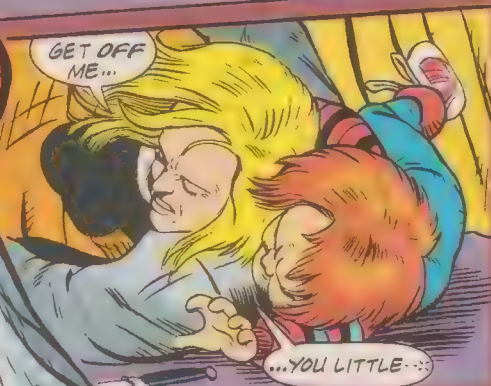
"ANDY, YOU'LL BE FINE. YOU'LL SPEND A FEW DAYS WITH US AT THE CENTER UNTIL WE FIND YOU ANOTHER FAMILY."

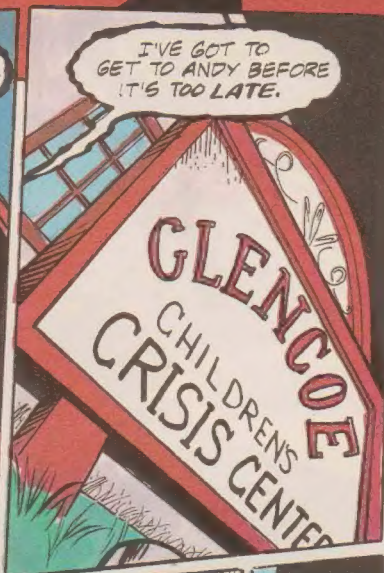
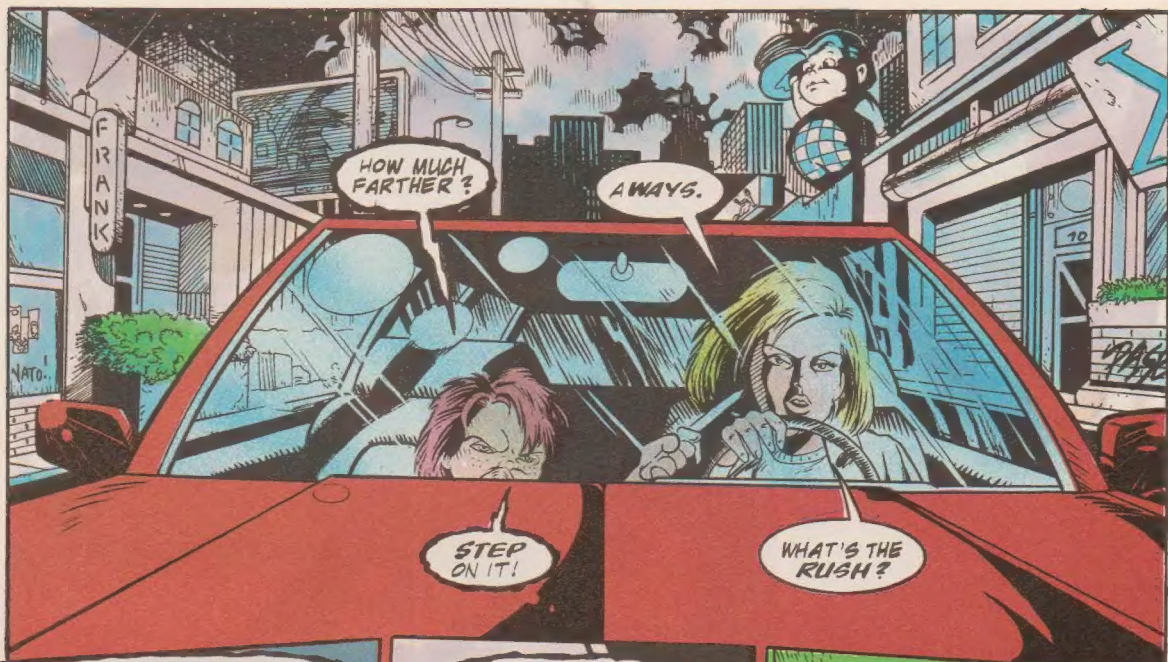


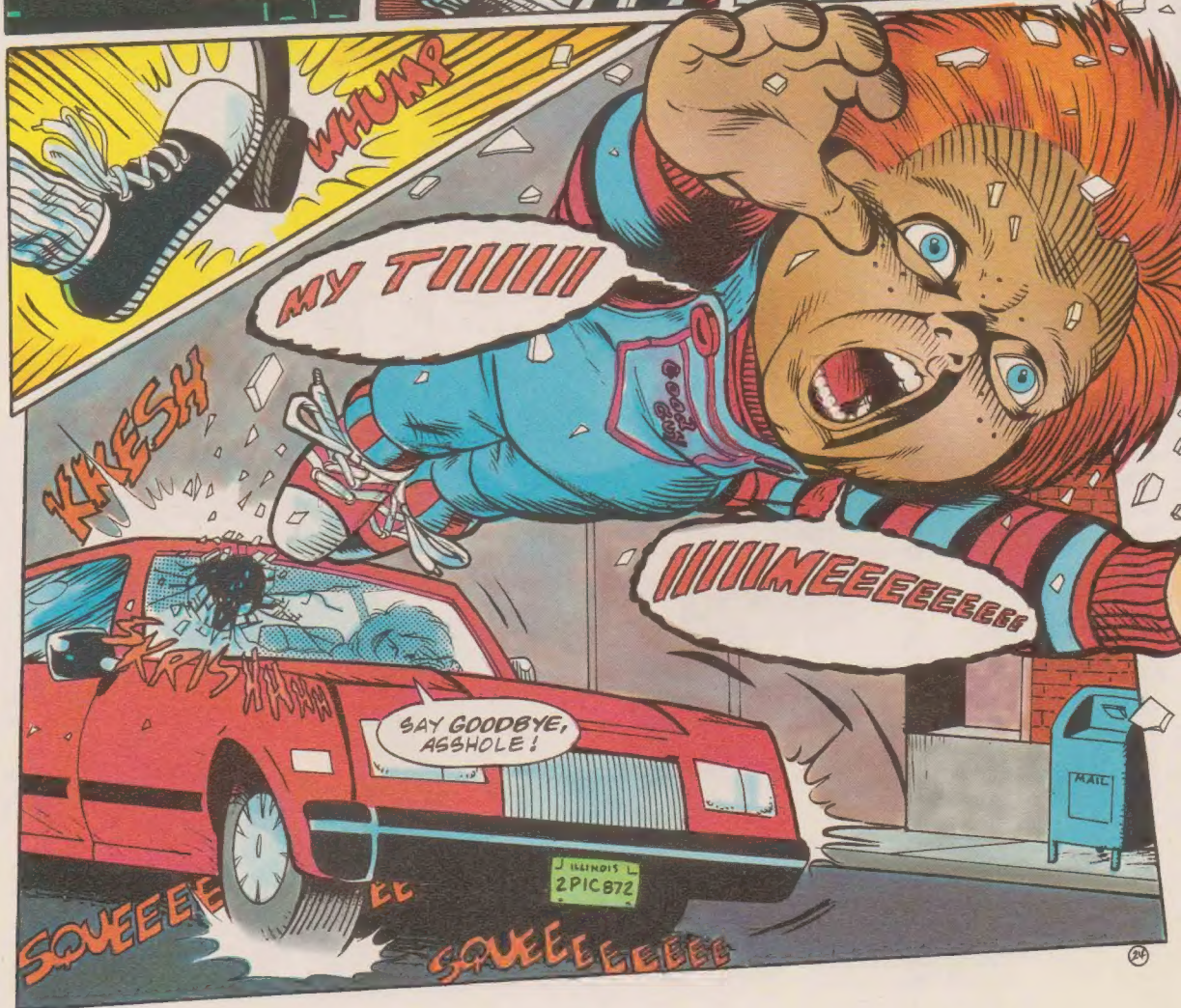
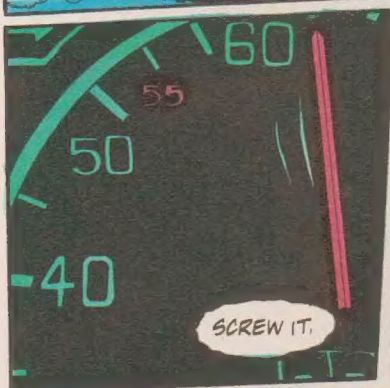
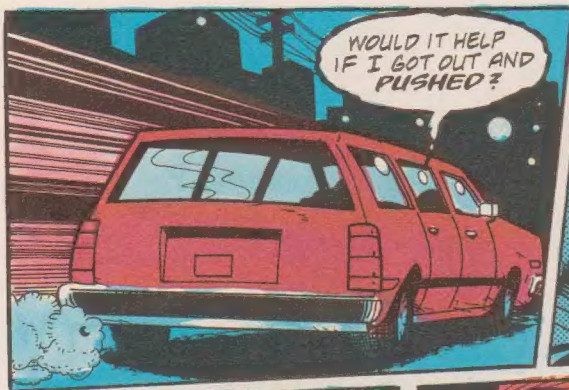












CHILD'S PLAYTM 2

"STUCK ON CHUCK" CONTEST

16-21 YEARS OF AGE

1st PRIZE

A starring role in *CHILD'S PLAY #5* (the comic) for a character 16-21 years old.

A molded Chucky inside a *Good Guy* box, an actual prop used in the film.

ACHILD'S PLAY #2 comic book, autographed by the filmmakers.

2nd PRIZE

A *CHILD'S PLAY #2* script, autographed by the filmmakers.

A molded Chucky inside a *Good Guy* box, an actual prop used in the film.

ACHILD'S PLAY #2 comic book, autographed by the filmmakers.

3rd PRIZE

An empty *Good Guy* box, an actual prop used in the film *CHILD'S PLAY #2*, autographed by the filmmakers.

CONTEST RULES:

- 1.) First place winners must provide at least 10 usable photos of their faces at their own expense.
- 2.) First place winners must provide age statement and sign a model release form.
- 3.) Winners will be contacted by mail and will be announced in the comic book, *CHILD'S PLAY: THE SERIES*
- 4.) Employees (and their families) of Innovative Corporation, Universal Studios, and their affiliated companies or organizations, are not eligible.
- 5.) Odds of winning depend on the number of entries received.
- 6.) Winning entries will be selected by a random drawing on or about January 31st, 1991.
- 7.) Taxes are the responsibility of the prize winners.
- 8.) Selections of prizes are conducted by independent judges whose decisions are final in matters pertaining to this offer.
- 9.) No purchase necessary, original or photocopy entries accepted.*
- 10.) Void where prohibited by law.
- 11.) Federal, State and local regulations apply.
- 12.) No substitution of prizes.
- 13.) Mail to: STUCK ON CHUCK CONTEST, Innovation Publishing, 3622 Jacob Street, Wheeling, WV 26003

* Okay! 3x5 note cards are acceptable, but don't make a habit of it! Get my POINT?

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NAME _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE () _____

WANNA PLAY? CALL ME AT
1-900-860-4CHUCKY.

IT'S ALWAYS PLAYTIME WHEN YOU CALL
CHUCKY'S SPECIAL TELEPHONE NUMBER.
HE'LL TELL YOU A STORY. YOU CAN PLAY
A GAME. AND IF YOU WANT, **CHUCKY**
WILL EVEN CALL YOU BACK LATER WITH
A SPECIAL MESSAGE!

BE SURE TO GIVE **CHUCKY** A CALL AT
1-900-860-4248, ANYTIME. HE'S
WAITING TO HEAR FROM YOU. AND YOU
WOULDN'T WANT TO HURT HIS FEELINGS,
WOULD YOU?

\$2 FOR THE FIRST MINUTE, \$1 EACH
ADDITIONAL MINUTE. UNDER 18, GET
YOUR PARENT'S PERMISSION.

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